



Dairy Farm Workers—Caught In, Under or Between Injuries

62 dairy farm workers were seriously injured by being caught in, under or between equipment or cows in 2000-2004



These injuries were so serious that the workers had to take time off work to recover or in some cases, were permanently disabled. Serious injuries are costly and affect your industrial insurance premiums. They contribute to the reason for the base rate of \$0.96 per hour per employee paid by employers in 2006. If your company has a higher than average number of injuries (claims), your “experience rating” could increase by as much as 25% in one year to \$1.18 per hour per employee.

At first, it may not seem like much but consider this: if you had 5 full-time workers and had an average number of injuries (claims), you would pay about \$9,600 in premiums in 2006. If your experience rating increased by 25% because you had higher than average injuries, you would pay about \$11,800 in premiums, or \$2,200 more in 2006.

Causes of caught in, under or between injuries

Many injuries in the dairy farm industry are directly attributed to inadequate handling of the animals like getting pinned between the animal and a hard surface and/or equipment.



According to the Washington state injury claim reports, workers are most commonly caught in, under or between animals and equipment.

Ways to prevent caught in, under or between injuries

- Maintain even lighting. Bright spots mixed with shadows in alleys and crowding pens will often cause cattle to balk.
- Make sure all equipment and machinery is properly guarded as required.
- Do not enter a small enclosed area with an animal unless equipped with a man-gate.
- Cattle have a blind spot directly behind their hindquarters therefore sudden movements or noises from behind will spook them, which might result in a “flight or fight” response.
- Caution needs to be taken around animals that are blind or deaf on one side. They favor that side and can suddenly swing around to investigate disturbances.
- Always avoid the kicking region when approaching an animal and have an escape rout planned.